Character Bio

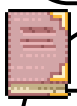
Looks

Race | Gender | Size | Age | Height | Eyes | Weight | Hair | Misc

Basic Information

Name | Player | Alignment | Deity | Current XP | Next Level XP | XP Speed | XP Gained

Languages



Background

Trait / Effect

Trait / Effect

Trait / Effect

Trait / Effect

Racial Traits

Ability Bonus/Mod

Other Racial Traits

Trait	Description

Favored Class(es)

Character Levels

Level	Class	+HP
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

Total Levels | Total HP

Calculations

Ability Scores

	Starting Score		Racial Modifier		Level Bonus		Gear Bonus		Misc		Total		Ability Modifier
STR		+		+		+		+		=			
DEX		+		+		+		+		=			
CON		+		+		+		+		=			
INT		+		+		+		+		=			
WIS		+		+		+		+		=			
CHA		+		+		+		+		=			

Movement

	Total							
Initiative		=	DEX	+	Misc			
Walking Speed	Total	=	Base Walking Speed	+	Misc	-	Armor Penalty	
Hustle Speed	Total	=	Walking Speed	x	2			
Running Speed	Total	=	Walking Speed	x				

Maximum Carrying Capacity

Light	Medium	Heavy	Over Head	Off Ground	Push/Drag

Defense

	Total		Base		Armor		Shield		DEX		Dodge
AC		=	10	+		+		+		+	
				+	Size	+	Natural	+	Deflect	+	Misc

	Total		Total AC		Armor		Shield		Natural
Touch		=		-		-		-	
Flat-Footed	Total	=	Total AC	+	Misc	-	DEX	-	Dodge

	Total		Base		BAB		STR		DEX		Size
Combat Maneuver Defense		=	10	+		+		+		+	

	Total		Base		BAB		STR		Size
Flat-Footed CMD		=	10	+		+		+	

Saving Throws

	Total		Base		Ability Modifier		Misc
Fortitude		=		+	CON	+	
Reflex		=		+	DEX	+	
Will		=		+	WIS	+	

Damage Resistance

Armor Check Penalty

Spell Resistance

Skills

	Total		Rank		Ability Modifier		Misc		Armor Penalty	Class Skill	Can Be Used Untrained
Acrobatics		=		+	DEX	+		-			✓
Appraise		=		+	INT	+					✓
Bluff		=		+	CHA	+					✓
Climb		=		+	STR	+		-			✓
Craft (Untrained)		=		+	INT	+					✓
Craft ( )		=		+	INT	+					✓
Diplomacy		=		+	CHA	+					✓
Disable Device		=		+	DEX	+		-			
Disguise		=		+	CHA	+					✓
Escape Artist		=		+	DEX	+		-			✓
Fly		=		+	DEX	+		-			✓
Handle Animal		=		+	CHA	+					
Heal		=		+	WIS	+					✓
Intimidate		=		+	CHA	+					✓
Knowledge ( )		=		+	INT	+					
Knowledge ( )		=		+	INT	+					
Knowledge ( )		=		+	INT	+					
Linguistics		=		+	INT	+					
Perception		=		+	WIS	+					✓
Perform( )		=		+	CHA	+					✓
Profession( )		=		+	WIS	+					
Ride		=		+	DEX	+		-			✓
Sense Motive		=		+	WIS	+					✓
Sleight of Hand		=		+	DEX	+		-			
Spellcraft		=		+	INT	+					
Stealth		=		+	DEX	+		-			✓
Survival		=		+	WIS	+					✓
Swim		=		+	STR	+		-			✓
Use Magic Device		=		+	CHA	+					

Offense

	Total Attack Bonus		Base Attack Bonus		Ability Modifier		Size		Misc
Melee	/ / /	=	/ / /	+	STR	+		+	
Ranged	/ / /	=	/ / /	+	DEX	+		+	
Combat Maneuver Bonus		=		+	STR	+		+	

Feats / Abilities / Spells

Name of Feat/Ability/Spell	Description

COMBAT

IMPORTANT STATS

ABILITY SCORES

Ability	Total	Modifier	Ability	Total	Modifier
STR			INT		
DEX			WIS		
CON			CHA		

MOVEMENT

INITIATIVE ____ HUSTLE SPEED ____

WALK SPEED ____ RUNNING SPEED ____

DEFENSE

AC ____ TOUCH AC ____ CMD ____

FLAT-FOOTED AC ____ FLAT-FOOTED CMD ____

SPELL RESISTANCE ____ DAMAGE RESISTANCE ____

SAVING THROWS

FORTITUDE ____ REFLEX ____ WILL ____

HEALTH

MAXIMUM HP ____

CURRENT HP ____

CONDITIONS ____

WEAPONS

NAME ____
SPECIAL PROPERTIES ____
ATK BONUS ____ DAMAGE ____
CRITICAL ____ RANGE ____ AMMO/CHARGES ____

NAME ____
SPECIAL PROPERTIES ____
ATK BONUS ____ DAMAGE ____
CRITICAL ____ RANGE ____ AMMO/CHARGES ____

NAME ____
SPECIAL PROPERTIES ____
ATK BONUS ____ DAMAGE ____
CRITICAL ____ RANGE ____ AMMO/CHARGES ____

USABLE SKILLS

ACROBATICS		FLY		PERFORM( )	
APPRAISE					
BLUFF		HEAL		RIDE	
CLIMB		INTIMIDATE		SENSE MOTIVE	
CRAFT(UNTRAINED)					
CRAFT( )					
DIPLOMACY				STEALTH	
				SURVIVAL	
DISGUISE		PERCEPTION		SWIM	
ESCAPE ARTIST		PERFORM(UNTRAINED)			

ABILITIES AND SPELLS

ABILITY / SPELL NAME	# USES	ABILITY / SPELL NAME	# USES

Inventory

Head:
Effect:

Eyes:
Effect:

Headband:
Effect:

Shoulders:
Effect:

Neck:
Effect:

Body:
Effect:

Chest:
Effect:

Belt:
Effect:

Hands:
Effect:

Wrists:
Effect:

Ring #1:
Effect:

Ring #2:
Effect:

Feet:
Effect:

Currency:

Armor:
Effect:

Shield:
Effect:

Melee Weapon:
Effect:

Melee Weapon:
Effect:

Ranged Weapon:
Effect:

ITEM	LOCATION	WEIGHT
	Total Weight of Supplies:	